

4-9-2014

## Community Residential Energy Reduction

Follow this and additional works at: [https://ecommons.udayton.edu/stander\\_posters](https://ecommons.udayton.edu/stander_posters)

 Part of the [Arts and Humanities Commons](#), [Business Commons](#), [Education Commons](#), [Engineering Commons](#), [Life Sciences Commons](#), [Medicine and Health Sciences Commons](#), [Physical Sciences and Mathematics Commons](#), and the [Social and Behavioral Sciences Commons](#)

---

### Recommended Citation

"Community Residential Energy Reduction" (2014). *Stander Symposium Posters*. 415.  
[https://ecommons.udayton.edu/stander\\_posters/415](https://ecommons.udayton.edu/stander_posters/415)

This Book is brought to you for free and open access by the Stander Symposium at eCommons. It has been accepted for inclusion in Stander Symposium Posters by an authorized administrator of eCommons. For more information, please contact [frice1@udayton.edu](mailto:frice1@udayton.edu), [mschlangen1@udayton.edu](mailto:mschlangen1@udayton.edu).



# Community Residential Energy Reduction

Kelly Vogeler

Advisor: Kevin Hallinan



**Research Objective:** To evaluate the effectiveness of online community programs aimed at cost effective, collective action and apply this evaluation to improve community engagement in Dropoly.

- **Easy to participate**

- Eliminate barriers
- Make information relevant
- Make information understandable

- **Have local leadership**

- Give advice
- Be visibly active in the program

- **Interact with the community**

- Establish rules and guidelines
- Respond to feedback

- **Welcome new users**

- Provide clear instructions
- Reduce the amount of groupthink

- **Encourage frequent participation**

- Allow profile creation
- Create comparisons to previous status
- Give rewards
- Allow users to set goals
- Increase user enjoyment

- **Engage with existing communities**

- Facebook
- Twitter
- News

Overall Program Ranking

	StickK.com	Lift.com	Simple Energy	Dropoly
Ease of Participation	3.3	3.3	2.3	4.3
Leadership	1.5	2.5	3	4.5
Interaction with the Community	2	1.5	3	3.5
Welcome New Users	4	2.5	3.5	3.5
Encourage Frequent Participation	3.5	2.8	2.8	3.4
Engagement with Existing Communities	3	2	2	2
Total (out of 30)	17.3	14.6	16.6	21.2

**Evaluated Programs**

StickK.com



Lift.com



Simple Energy



Dropoly.com

